CYCLONS 64™

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The ultimate interstellar conflict for your Commodore 64.

A Product of
The Software Guild

SYSTEM REQUIREMENTS

Commodore 64™ Computer • Datasette Tape Player
Color TV or Monitor • Joystick

PACKAGE CONTENTS

CYCLONS 64 Cassette
Instruction Booklet
Warranty Card

OVERVIEW

All right, you hardrock cadets with your shiny new Commodore 64s, listen up! You may think you got the right stuff, but that's because you ain't come up against the CYCLONS yet. They're fast, tricky, and mean, and they like nothing better than making lunch meat out of earthies, even if they have to crash themselves to do it! Sure, you got a slick little ship and plenty of torpedoes, but it takes prime reflexes and a tight hand on the joystick just to dodge the fallout debris and keep from smacking into the real estate. So, good luck, and good hunting!

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CYCLONS 64 Manual v.1
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GETTING STARTED

Your objective is to engage the enemy CYCLON forces in direct combat, carefully maneuvering your fighter to inflict as much damage as possible on the deadly warships sent to attack your sector. At the end of each round of battle, your score will show you how successful you have been.

To get started with CYCLONS 64, simply follow these steps. (This is called "booting.")

1. Connect your joystick to control port #2 on the right side of the computer. Turn on your monitor or TV and then your computer. (The power switch is on the right side of your computer.)
2. Place your tape player as far away from your monitor as possible.
3. Insert the cassette in the tape player and rewind it.
4. Hold down the [SHIFT] key and press [RUN/STOP].
5. Press [PLAY] on the tape player when prompted to do so by the computer.

The screen goes blank, and after a moment says SEARCHING, and then FOUND CYCLONS. Following this, the screen once again goes blank for a while, as the game is loaded. When the loading process is complete (this takes several minutes), the screen displays the following message:

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PUT JOYSTICK IN PORT 2
PRESS ANY KEY TO START GAME
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Obey these instructions, and you see the opening logo and hear the theme music. The next screen to appear is the options screen, which will be explained later. If you don't press any keys or the joystick fire button for a few minutes, the game starts and plays through a demonstration. This allows you to see how the figures and screen layout appears when you actually play. As long as you don't enter any commands, the demonstration will cycle back and go through the title screens and demonstration game.

We now turn the briefing over to the Old Sarge.

BRIEFING

Thank you, sir. All right, listen up, you heroes. I want you to take every one of these instructions and engrave them on your soul. You forget anything when you're out there amongst the CYCLONS, and—well, don't start reading any continued stories.

Your objective is to engage the enemy CYCLONS in direct combat. CYCLON central headquarters dispatches groups of **Fighters** and **Pulsar Death Ships** at regular intervals, and they come in thick, fast, and tricky. So keep your eyes open and your joystick hand ready.

The basic or average CYCLON Fighter looks like a dark red revolving bolo, and it makes a swooshing noise as it warps into your sector. They can come in alone, or in groups of three. You got a good attack ship, the best that our technos could whip up. Your ship appears on your display as the greenish-yellow figure in the lower right corner. The other hunk of space junk that flies through your sector is a CYCLON Pulsar Death Ship. These babies look like purple flying saucers. Watch out for them. The CYCLONS put their best pilots in the Pulsar Death Ships, and if you get one on your tail, you better wrench that joystick over hard and scoot, or it's blow-up city.

CYCLON SCREEN FIGURES

Man(ship)

Fighter

Pulsar Death Ship

Now, we don't ask much of you. All you got to do is blast as many CYCLONS with your torpedo missiles (or hoodwink the little fiends into colliding with themselves) as you can with the five lives you get per turn. Your ship has an unlimited supply of missiles, and to fire one, all you got to do is tip the joystick in the direction you want, and press the fire button. It only takes one hit on a CYCLON Fighter or Pulsar Death Ship to turn them into space smithereens, but you got to be careful and not get too close when you fire. If any fallout from the explosion hits your craft, you get blasted too.

SCORING

You get 25 points for every CYCLON Fighter that blows up, even if it's because two Fighters collided with each other, or one accidentally shoots his buddy (it can happen). A Pulsar Death Ship is good for 50 points. If you can rack up 1000 points or more during your turn, you get an extra ship, in addition to your regular five. If you go to 5000 points, you get another ship, and another for each 5000 points thereafter.

At the end of each turn, your current score is displayed on the screen. Enter your initials and the score will be credited to you. Then the screen shows the high score, the initials of the leading player, and the next three players' initials and scores in ranking order (unless you're playing solo, of course). You can turn off this score ranking display with option (F7), as I'll explain in a minute.

FLY AND SHOOT

Once you fire a missile torpedo, a hit anywhere on a CYCLON will blow the little monster into interstellar litter. But you got to learn how to fly your craft. The joystick controls both the direction of your ship and the torpedo firing gadget, but not at the same time. If you push the joystick in a direction, your ship goes that direction. If you push the joystick and press the fire button, missiles are launched in the joystick direction, but the ship keeps on trucking in the original direction. After you've flown into a few mountains or mixed your atoms with a Pulsar Death Ship, you'll know how to control your direction and still get off a shot. It ain't easy, but then, combat ain't supposed to be easy.

SETTING UP THE OPTIONS

Now sit up straight and take a good squint at your monitor screen. The first thing you see after the title is a bunch of options. Here you heroes get the choices to make the fight easier or harder. Taking the options in order, the first one you see is (F1), which is set to REGULAR at the opening of the game. This option controls the number of bad guys you got to deal with, and how fast the little devils can fly. Press the (F1) function key on the right side of your keyboard, and you'll see this option change from REGULAR to ADVANCED to EXPERT to BEGINNER and back to REGULAR again. Here's the lowdown on what each option will throw at you.

BEGINNER	Three Fighters, no Pulsar Death Ship.
REGULAR	Three Fighters, one Death Ship at a time, slow speed.
ADVANCED	Three Fighters with better aim, one Death Ship at a time, faster speed.
EXPERT	Four Fighters, two Death Ships at a time, top pilots.

Pick your level of skill with care. Don't bite off more than you can chew—you might end up being the one that gets chewed. If the pace is too much for you, press the ← key. This will freeze the game for a pause. Press it again to take up where you left off. You can also press the ↑ key, to get a chance to change any or all of the options. You can even quit, by pressing F8 (that's SHIFT F7 for you rookies). This will end the battle, and reinitialize your computer to BASIC. So unless you really want to stop playing, keep your cotton-picking mitts off of F8.

TERRAIN

Like I told you yardbirds before, you can pick your fighting grounds—open space, or near the planetary surface. If you choose terrain, the bottom of the screen is filled with nasty looking sharp rocks and peaks. Fly into this stuff and you stage your own Fourth of July display, using yourself as the major attraction. On the other hand, if any CYCLON touches the rocks, he gets transformed into spare parts, too. Use the F3 key to turn the terrain on or off. This option, and the next two, will show on the screen as green if they are toggled on, and red if they are toggled off.

RICOCHET

This option puts an invisible shield around the edge of the screen. When you pop off a missile, or a hit causes some debris, it hits the shield and bounces back into your area. Ricochets can kill you every bit as good as straight shots, so watch it. If you press F5 to turn this option off, the missiles just shoot on out into empty space and become somebody else's worry.

RANKING

When it's on, this option shows the four highest scores in order, together with the initials of the hot shots that made the scores. If you're fighting a lone hand, leave it off.

To record your score with your initials, all you need to do is type in the three initials when you see the screen with three blanks, at the end of each turn. Type them in and press RETURN.

HOW DO YOU GET OUT OF THIS OUTFIT?

At the end of each round, after you've looked at your score, you can go again just by pressing the joystick fire button. You can take as many turns as you like; there's plenty of CYCLONS to go around. When you've racked up a high enough score, or you're getting tired of being blown

to bits, or your joystick is all bent out of shape and hot, just press ↑ to get to the options menu, and then press F8, like we said before. Now you can use your computer for something else, if you got any strength left.

That's all I've got. Any questions? Okay, let's grab the joysticks and hit the sky. Good hunting!

IMPORTANT TIPS

Follow these tips to minimize problems when running this and many other programs on your Commodore 64 computer:

Keep the SHIFT LOCK key up, unless your program tells you otherwise.

Do not press the RUN/STOP key while your program is in use.

Do not press the SHIFT LOCK and COMMODORE keys simultaneously: this combination may upset your program.

Handle your cassettes gently, being careful not to touch the tape itself. Always keep them in their special cases while not in use.

WARRANTY MESSAGE

Please take a moment to fill out and mail the enclosed Warranty Card. By having your name on file, we will be able to provide the best possible customer service, including information on program updates and replacement of damaged cassettes.

A great deal of effort has gone into preparing this program to operate smoothly and without "bugs." Should you have problems with this program, please contact our Customer Service Department at the following toll free number. We have the experience and service network to assist you.

1 (800) 341-4000

Given normal use, it should not be possible to damage this cassette. However, should the cassette or the program on it become damaged, please return it to us with a short description of the problem. The Software Guild will replace your cassette promptly, according to warranty provisions.

The objective of the Software Guild is to provide the best software available. A Softsmith product is the trademark of software quality. We

ensure that the program functions smoothly and is easy to use. To improve our products whenever possible, we are happy to receive comments, criticism, or praise. Please write to us at:

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